Listing of Claims

The following listing of claims is intended to supercede all previously filed listings of claims. Changes are shown with deletions in ~~strikethrough~~ and additions underlined.

Kindly enter the following amendments to the claims:

Claim 1 (currently amended). A system for interactive wagering on an event from a remote location over a network, comprising:

a general-purpose personal computing device in communication with the network, the general-purpose computing device providing a user-customizable personalized wagering experience;

a wager server, in communication with the general-purpose computing device over the network, for receiving wager information related to the event from a user;

an event location device, in communication with the wager server over the network, for compiling results information related to the event and providing settlement information related to wagers placed;

wherein the general-purpose personal computing device is enabled to allow the user, from the remote location, to both (1) accept wagers on the event from a third party and (2) place personal wagers on the event.

Claim 2 (original). The system of claim 1, further comprising:

a financial center, in communication with the network, for supporting an account of the user and receiving the settlement information from the event location device; wherein the account of the user is debited based on unsuccessful wagers and credited based on successful wagers.

Claim 3 (original). The system of claim 1, further comprising:

a receipt printer for issuing receipts and a barcode scanner for scanning issued receipts, the receipt printer and the barcode scanner providing data to the general-purpose personal computing device.

Claim 4 (original). The system of claim 3, wherein the system is adapted for use by a retail user.

Claim 5 (original). The system of claim 1, further comprising:

a credit card reader in communication with the general-purpose personal computing device for enabling the system for credit card transactions.

Claim 6 (original). The system of claim 1, the general-purpose personal computing device comprising a personal computer running software customizable by the user, wherein the personal computer enables the user to save one or more wagers for future placement or repeat placement.

Claim 7 (original). The system of claim 1, wherein the wager server communicates with a plurality of users using a plurality of general-purpose personal computing devices, and with a plurality of event location devices, thereby enabling wagering on a plurality of remote events.

Claim 8 (original). The system of claim 7, further comprising:

a plurality of wager servers.

Claim 9 (original). The system of claim 1, wherein the general-purpose personal computing device provides the user-customizable personalized wagering experience by communication with the wager server, wherein the manner in which content served by the wager server is controllable by the user.

Claim 10 (new). The system of claim 1, wherein the user may customize the general-purpose personal computing device to automatically submit at least a first portion of accepted wagers to the wager server.

Claim 11 (new). The system of claim 10, wherein the user may customize the general-purpose personal computing device to automatically book, on the user's behalf, at least a second portion of accepted wagers.

Claim 12 (new). The system of claim 10, wherein the user may set a threshold betting value so that accepted wagers above the threshold betting value are submitted to the wager server and any accepted wagers below the threshold betting value are booked by the user.

Claim 13 (new). The system of claim 11, further comprising a receipt printer, wherein the receipt printer prints a receipt including a reference number from the user for accepted wagers booked by the user and prints a receipt including a reference number from the wager server for accepted wagers submitted to the wager server.

Claim 14 (new). A method for interactively wagering on an event from a remote location, comprising the steps of:

receiving information related to the event;

setting a threshold betting value;

accepting a wager at the remote location, the wager being related to the event and having a value;

booking the wager if its value is below the threshold betting value; and

submitting the wager to a wager server if its value is above the threshold betting value.

Claim 15 (new). The method of claim 14, further comprising printing a receipt for the wager.

Claim 16 (new). The method of claim 14, wherein the remote location and the wager server are connected over a network.

Claim 17 (new). The method of claim 14, wherein the information related to the event is received from the event location.

Claim 18 (new). The method of claim 14, wherein the decision between booking the wager and submitting the wager is made automatically at the remote location.

Claim 19 (new). A computer program product for allowing a user to interactively wager on an event from a remote location comprising:

a computer readable medium; and

computer program instructions recorded on the computer readable medium and executable by a processor for performing the steps of:

receiving information related to the event;

allowing a user to set a threshold betting value;

accepting a wager, the wager being related to the event and having a value;

booking the wager if its value is below the threshold betting value; and

submitting the wager to a wager server if its value is above the threshold betting value.